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### 1 [Multidimensional access methods](#)

Volker Gaede, Oliver Günther

June 1998 **ACM Computing Surveys (CSUR)**, Volume 30 Issue 2

Full text available: pdf(1.05 MB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Search operations in databases require special support at the physical level. This is true for conventional databases as well as spatial databases, where typical search operations include the point query (find all objects that contain a given search point) and the region query (find all objects that overlap a given search region). More than ten years of spatial database research have resulted in a great variety of multidimensional access methods to support ...

**Keywords:** data structures, multidimensional access methods

### 2 [A model for hierarchical memory](#)

A. Aggarwal, B. Alpern, A. Chandra, M. Snir

January 1987 **Proceedings of the nineteenth annual ACM conference on Theory of computing**

Full text available: pdf(837.79 KB)

 Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

In this paper we introduce the Hierarchical Memory Model (HMM) of computation. It is intended to model computers with multiple levels in the memory hierarchy. Access to memory location  $x$  is assumed to take time  $\Theta(\log x)$ . Tight lower and upper bounds are given in this model for the time complexity of searching, sorting, matrix multiplication and FFT. Efficient algorithms in this model utilize locality of reference by bringing data into fast memo ...

### 3 [Technical session 7: multimedia systems: A general framework for multidimensional adaptation](#)

David Gotz, Ketan Mayer-Patel

October 2004 **Proceedings of the 12th annual ACM international conference on Multimedia**

Full text available: pdf(420.02 KB)

 Additional Information: [full citation](#), [references](#), [index terms](#)
**Keywords:** adaptation, multimedia

#### 4 Machine learning in automated text categorization

Fabrizio Sebastiani

March 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 1

Full text available:  pdf(524.41 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The automated categorization (or classification) of texts into predefined categories has witnessed a booming interest in the last 10 years, due to the increased availability of documents in digital form and the ensuing need to organize them. In the research community the dominant approach to this problem is based on machine learning techniques: a general inductive process automatically builds a classifier by learning, from a set of preclassified documents, the characteristics of the categories. ...

**Keywords:** Machine learning, text categorization, text classification

#### 5 Interactive update of global illumination using a line-space hierarchy

George Drettakis, François X. Sillion

August 1997 **Proceedings of the 24th annual conference on Computer graphics and interactive techniques**

Full text available:  pdf(401.67 KB)


Additional Information: [full citation](#), [references](#), [citations](#)

**Keywords:** dynamic environments, form-factors, frame-rate control, global illumination, hierarchical radiosity, interactivity

#### 6 Next century challenges: scalable coordination in sensor networks

Deborah Estrin, Ramesh Govindan, John Heidemann, Satish Kumar

August 1999 **Proceedings of the 5th annual ACM/IEEE international conference on Mobile computing and networking**

Full text available:  pdf(1.04 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 7 Finding factors: learning to classify case opinions under abstract fact categories

Stefanie Brünighaus, Kevin D. Ashley

June 1997 **Proceedings of the 6th international conference on Artificial intelligence and law**

Full text available:  pdf(1.27 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

#### 8 Tool support for refactoring functional programs

Huiqing Li, Claus Reinke, Simon Thompson

August 2003 **Proceedings of the ACM SIGPLAN workshop on Haskell**

Full text available:  pdf(156.41 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Refactorings are source-to-source program transformations which change program structure and organisation, but not program functionality. Documented in catalogues and supported by tools, refactoring provides the means to adapt and improve the design of existing code, and has thus enabled the trend towards modern agile software development processes. Refactoring has taken a prominent place in software development and maintenance, but most of this recent success has taken place in the OO and XP co ...

**Keywords:** Haskell, language-aware programming environments, program transformation, refactoring, semantic editors

9 On online learning of decision lists

Ziv Nevo, Ran El-Yaniv

March 2003 **The Journal of Machine Learning Research**, Volume 3Full text available:  pdf(386.44 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


A fundamental open problem in computational learning theory is whether there is an attribute efficient learning algorithm for the concept class of decision lists (Rivest, 1987; Blum, 1996). We consider a weaker problem, where the concept class is restricted to decision lists with  $D$  alternations. For this class, we present a novel online algorithm that achieves a mistake bound of  $O(r^D \log n)$ , where  $r$  is the number of relevant variables, and  $n \dots$

10 On the existence of a spectrum of policies that subsumes the least recently used (LRU) and least frequently used (LFU) policies

Donghee Lee, Jongmoo Choi, Jong-Hun Kim, Sam H. Noh, Sang Lyul Min, Yookun Cho, Chong Sang Kim

May 1999 **ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 1999 ACM SIGMETRICS international conference on Measurement and modeling of computer systems**, Volume 27 Issue 1Full text available:  pdf(1.24 MB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)11 Rendering: Interactive rendering of translucent deformable objects


Tom Mertens, Jan Kautz, Philippe Bekaert, Hans-Peter Seidelz, Frank Van Reeth

June 2003 **Proceedings of the 14th Eurographics workshop on Rendering**Full text available:  pdf(3.04 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Realistic rendering of materials such as milk, fruits, wax, marble, and so on, requires the simulation of subsurface scattering of light. This paper presents an algorithm for plausible reproduction of subsurface scattering effects. Unlike previously proposed work, our algorithm allows to interactively change lighting, viewpoint, subsurface scattering properties, as well as object geometry. The key idea of our approach is to use a hierarchical boundary element method to solve the integral describi ...

12 Human interaction: Building and applying a concept hierarchy representation of a user profile

Nikolaos Nanas, Victoria Uren, Anne De Roeck

July 2003 **Proceedings of the 26th annual international ACM SIGIR conference on Research and development in informaion retrieval**Full text available:  pdf(173.85 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Term dependence is a natural consequence of language use. Its successful representation has been a long standing goal for Information Retrieval research. We present a methodology for the construction of a concept hierarchy that takes into account the three basic dimensions of term dependence. We also introduce a document evaluation function that allows the use of the concept hierarchy as a user profile for Information Filtering. Initial experimental results indicate that this is a promising appr ...

**Keywords:** concept hierarchies, information filte, term dependence

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